

Amendments to the claims:

This listing of the claims will replace all prior versions and listings of the claims in the application:

1. (Currently amended) A device, comprising:
~~(1) having a user interface (3), a control unit (6) for controlling the operations of the device including changeable parameters (5) of the user interface, and further having a game platform for running a game (2), characterised in that wherein the control unit (6) is adapted configured to change parameters (5) of the user interface (3) in dependence of user interface parameters (4) occurring in the based on events occurring in the game (2).~~
2. (Currently amended) A device according to claim 1, ~~characterised in that wherein~~ a theme themes with changeable parameters are is defined for the user interface (3) and at least one of the themes theme is associated with the game (2).
3. (Currently amended) A device according to claim 2, ~~characterised in that wherein~~ different parameters of one of the themes theme are associated with different levels of the game (2).
4. (Currently amended) A device according to claim 2, ~~characterised in that wherein~~ at least one of the themes theme is associated with each level of the game (2).
5. (Currently amended) A device according to claim 1 ~~or 2, characterised in that wherein~~ different parameters are associated with different scores of the game (2).
6. (Currently amended) A device according to claim 1 any one of claims 1 to 5, characterised in that wherein the control unit (6) is adapted configured to change parameters (5) of the user interface (3) whenever the user interface parameters (4) in the game (2) change are changing.
7. (Currently amended) A device according to claim 1 any one of claims 1 to 5, characterised in that wherein the control unit (6) is adapted configured to change parameters (5) of the user interface (3) when the game (2) is interrupted.
8. (Currently amended) A device according to claim 7, ~~characterised in that wherein~~

the control unit (6) is adapted configured to change parameters (5) automatically when a the user exits the game (2).

9. (Currently amended) A device according to claim 7 or 8, **characterised in that** wherein the control unit (6) is adapted configured to change parameters (5) by a user command.

10. (Currently amended) A device according to claim 9, **characterised in that** wherein the control unit (6) is adapted configured to be locked to by a user command to stop future changes of the parameters (5) of the user interface (3).

11. (Currently amended) A device according to claim 2 any one of claims 2 to 9, **characterised in that** wherein the device (1) is adapted configured to save a changed user interface theme in a format that may be transmitted with a message to another device.

12. (Currently amended) A device according to claim 5 any one of claims 5 to 11, **characterised in that** wherein the device (1) is adapted configured to save a game score achieved by a user in a format that may be transmitted with a message to another device.

13. (Currently amended) A device according to claim 2 any one of claims 2 to 12, **characterised in that** wherein said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects such as shapes and sizes of icons, cursors, fonts and backgrounds; animation effects and bitmap shapes; sound settings comprising sound parameters such as bass, treble and volume; sound objects such as signals and alarms consisting of sounds and melodies; as well as vibration settings comprising vibration parameters such as speed, amplitude and duration, said theme being associated with operations of the device (1).

14. (Currently amended) A device according to claim 1 any one of claims 1 to 13, **characterised in that** wherein the user interface comprises a display (7) for showing information related to the operations of the device (1) by means of a graphical interface of the display.

15. (Currently amended) A device according to claim 14, **characterised in that** wherein

the user interface comprises a sound system (8).

16. (Currently amended) A device according to claim 15, ~~characterised in that~~ wherein the user interface comprises a vibration element (9).

17. (Currently amended) A device according to ~~claim 1 any one of claims 1 to 16~~, ~~characterised in that~~ wherein the device (1) is a portable telephone, a pager, a communicator, a smart phone, an electronic organiser, a calculator or a positioning device.

18. (Currently amended) A method for providing a changeable user interface in a device (1) ~~having including~~ a user interface (3), a control unit (6) for controlling the operations of the device including changeable parameters (5) of the user interface, (3) and ~~further having~~ a game platform for running a game (2), ~~characterised in that comprising:~~

receiving game related data from the game at the control unit; and
using the data to change parameters of the user interface.

~~the control unit (6) receives game related data from the game (3) and uses said data in order to change parameters (5) of the user interface (3).~~

19. (Currently amended) A method according to claim 18, ~~characterised in that~~ further comprising:

defining themes with changeable parameters for the user interface; and
associating at least one theme with the game.

~~a theme with changeable parameters is defined for the user interface (3) and at least one theme is associated with the game (2).~~

20. (Currently amended) A method according to claim 19, ~~characterised in that~~ wherein different parameters of one of the themes theme are associated with different levels of the game (2).

21. (Currently amended) A method according to claim 19, ~~characterised in that~~ wherein at least one of the themes theme is associated with each level of the game (2).

22. (Currently amended) A method according to claim 18 ~~or 19~~, ~~characterised in that~~ wherein different parameters are associated with different scores of the game (2).

23. (Currently amended) A method according to claim 18 any one of claims 18 to 22, **characterised in that** further comprising:

changing parameters of the user interface parameters (5) of the user interface (3) are changed whenever the user interface parameters (4) in the game change (2) are changing.

24. (Currently amended) A method according to claim 18 any one of claims 18 to 22, **characterised in that** further comprising:

changing parameters (5) of the user interface (3) are changed when the game (2) is interrupted.

25. (Currently amended) A method according to claim 24, **characterised in that** further comprising:

automatically changing parameters of the user interface (5) are changed automatically when the user exits the game (2).

26. (Currently amended) A method according to claim 24 or 25, **characterised in that** further comprising:

changing parameters of the user interface (5) are changed by a user command.

27. (Currently amended) A method according to claim 26, **characterised in that** further comprising:

locking the control unit (6) is locked by a user command to stop future changes of the parameters (5) of the user interface (3).

28. (Currently amended) A method according to claim 19 any one of claims 19 to 27, **characterised in that** further comprising:

saving a changed user interface theme is saved in a format that may be transmitted with a message to another device.

29. (Currently amended) A method according to claim 22 any one of claims 22 to 28, **characterised in that** further comprising:

saving a game score achieved by a user is saved in a format that may be transmitted with a message to another device.

30. (Currently amended) A method according to claim 19 ~~any one of claims 19 to 29~~, **characterised in that** wherein said theme includes a set of picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects ~~such as shapes and sizes of icons, cursors, fonts and backgrounds~~; animation effects and bitmap shapes; sound settings comprising sound parameters ~~such as bass, treble and volume~~; sound objects ~~such as signals and alarms consisting of sounds and melodies; as well as~~ vibration settings comprising vibration parameters ~~such as speed, amplitude and duration~~, said theme being associated with operations of the device (1).

31. (Currently amended) A game module loadable into a device (1) having the device comprising a user interface (3), a control unit (6) for controlling the operations of the device (1) including changeable parameters (5) of the user interface, (3) and further having a game platform for receiving and running a game (2) associated with said game module, **characterised in that** the game module is adapted being configured to transmit game related data from the game (2) to the control unit (6) in order to change parameters (5) of the user interface (3) in dependence of user interface parameters (4) occurring in the based on events occurring in the game (2).

32. (Currently amended) A game module according to claim 31, **characterised in that** wherein a theme themes with changeable parameters are is defined for the user interface (3) and at least one of the themes theme is associated with the game (2).

33. (Currently amended) A game module according to claim 32, **characterised in that** wherein different parameters of one of the themes theme are associated with different levels of the game (2).

34. (Currently amended) A game module according to claim 32, **characterised in that** wherein at least one of the themes theme is associated with each level of the game (2).

35. (Currently amended) A game module according to claim 31 or 32, **characterised in that** wherein different parameters are associated with different scores of the game (2).

36. (Currently amended) A game module according to claim 31 ~~any one of claims 31 to 35~~, **characterised in that** wherein the game module is configured adapted to command a change of parameters of the user interface (3) whenever the user interface parameters (4) in

the game change (2) are changing.

37. (Currently amended) A game module according to claim 31 any one of claims 31 to 35, characterised in that wherein the game module is configured adapted to command a change of parameters (5) of the user interface (3) when the game (2) is interrupted.

38. (Currently amended) A game module according to claim 31 any one of claims 31 to 37, characterised in that wherein said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects ~~such as shapes and sizes of icons, cursors, fonts and backgrounds~~; animation effects and bitmap shapes; sound settings comprising sound parameters ~~such as bass, treble and volume~~; sound objects ~~such as signals and alarms consisting of sounds and melodies~~; as well as vibration settings comprising vibration parameters ~~such as speed, amplitude and duration~~, said theme being associated with operations of the device (1).

39. (Currently amended) A computer program product loadable in a device (1) and comprising computer readable program code software portions for implementing a game module as defined in claim 31 any one of claims 31 to 38.

40. (Currently amended) A computer readable medium having a computer program product recorded thereon, wherein the computer program product comprises computer readable program code software portions for implementing a game module as defined in claim 31 any one of claims 31 to 38.